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<u>Pattern-Based Texturing Revisited - Neyret, Cani (1999)</u> <u>(Correct)</u> <u>(4 citations)</u>
as extensions of Perlin's and Worley's **procedural texture** synthesis techniques. As our results show,
depicted in Figure 14. Note that computing **procedural textures** on triangular domains while ensuring
www-imagis.imag.fr/~Fabrice.Neyret/publis/SIG99/patternTexture.ps.gz

<u>Live Paint: Painting with Procedural Multiscale Textures - Perlin, Velho (1995)</u> <u>(Correct)</u> <u>(7 citations)</u>
successively greater magnification. Actively **procedural textures** constitute a powerful drawing tool that
representation. We give several examples of **procedural textures** and show how to create different painting
www.visgraf.impa.br/RefBib/Data/PS_PDF/a95d/sig95lp.ps.gz

<u>Modeling and Rendering of Metallic Patinas - Dorsey, Hanrahan (1996)</u> <u>(Correct)</u> <u>(5 citations)</u>
Related work exists in three areas: **procedural textures** and fractal surface growth models,
and layered surface representations. **Procedural textures** [6] can be used to build up complex
graphics.lcs.mit.edu/pubs/patina.ps.gz

<u>Antialiased Parameterized Solid Texturing Simplified for.. - John Hart Nate (1999)</u> <u>(Correct)</u> <u>(1 citation)</u>
maps can be very tricky [Peachey, 1985]**Procedural textures** require much less memory than stored
clever manipulation of the color maps of a **procedural texture**. While this popular, powerful and flexible
hardware need not be limited to ju st **texture. Procedural** hardware bump mapping, displacement
graphics.eecs.wsu.edu/apst/apst.pdf

<u>Gentropy: evolving2D textures - Brian</u> <u>(Correct)</u>
system that evolves two-dimensional **procedural textures**. It synthesizes textures by
Science Ltd. All ri hts reserved. Keyworsy **Procedural textures** Genetic programming Evolution 1.
www.cosc.brocku.ca/~bross/research/Gentropy_evolving_2D_textures.pdf

<u>Perlin Noise Pixel Shaders - John Hart University</u> <u>(Correct)</u>
lighting and texture models on demand. **Procedural textures** efficiently support high resolution,
coordinates in the texture map with the **procedural texture** color. Finally, this color is reapplied to
graphics.cs.uiuc.edu/~jch/papers/pixelnoise.pdf

<u>The Solid Map: Methods for Generating a 2-D Texture Map.. - Nate Carr Washington</u> <u>(Correct)</u>
time. Compared to stored image textures, **procedural textures** provide a seemingly infinite amount of
with more intricate detail. Conversely, many **procedural textures**, such as those based on the Perlin noise
graphics.cs.uiuc.edu/~jch/papers/pst.pdf

<u>Procedural Shape Synthesis on Subdivision Surfaces - Luiz Velho Ken</u> <u>(Correct)</u>
is closely related to texture generation. **Procedural texture** generation is a powerful method for
"seed" points. Perlin and Velho [13] apply **procedural textures** at different levels of a multiscale domain
www.visgraf.impa.br/People/lvelho/spd/spd.pdf

<u>Bresenham Noise - Masaki Kameya And</u> <u>(Correct)</u>
{mkameya,hart}eecs.wsu.edu ABSTRACT **Procedural texture** mapping is a powerful technique, and use of
and use of the Perlin noise function makes **procedural textures** appear so realistic and interesting. It is
graphics.cs.uiuc.edu/~jch/papers/bresnoise.pdf

<u>Artificial Evolution of Implicit Surfaces - Edward Bedwell And</u> <u>(Correct)</u>
a viable solution to this problem with his **procedural texture** generation system [SIM91]Genetic
www.csee.umbc.edu/~ebedwe/evolution/sketch.pdf

<u>Surface Aging by Impacts - Eric Paquette Pierre (2001)</u> <u>(Correct)</u>
manually (e.g.painting) or selecting **procedural texture** [13] parameters is time-consuming and

www.iro.umontreal.ca/~paquete/Research/Papers/Paquette.2001/Paquette-2001_web.pdf

Bit Width Necessary for Solid Texturing Hardware - Masaki Kameya John (1999)   (Correct)
coordinate precision to the image for **procedural texture** mapping is presented. In our project, we
of texture coordinate, we can implement **procedural texture** mapping with small number of gates. We
www.cpsc.ucalgary.ca/~jungle/skigraph99/papers/kameya.pdf

Comprehensive Halftoning of 3D Scenes - Veryovka, Buchanan   (Correct)
a dither matrix from an arbitrary image or a **procedural texture**. Texture direction and scale are adapted to
shape by defining a dither matrix with the **procedural textures**. Previous research in halftoning [2, 15,
www.cpsc.ucalgary.ca/~jungle/skigraph99/papers/veryovka.pdf

Compression-Based 3D Texture Mapping for Real-Time.. - Chandrajit Bajaj..   (Correct)
fly during the rendering computation. While **procedural texture** models provide a very compact
a very compact representation, evaluating **procedural textures** as necessary during texture mapping leads
www.ticam.utexas.edu/CCV/papers/gmip_tm.pdf

Making 3D Textures Practical - Chandrajit Bajaj Department   (Correct)
fly during the rendering computation. While **procedural texture** models provide a very compact
a very compact representation, evaluating **procedural textures** as necessary during texture mapping leads
www.ticam.utexas.edu/CCV/papers/pg99.ps

Visualizing Volume Data Using Physical Models - David Nadeau Michael   (Correct)
return values that may vary over space. **Procedural texture** functions, for instance, use 3D noise,
www.sdsc.edu/~nadeau/PhD/VisualizingVolumeDataUsingPhysicalModels.pdf

Visualizing Stars and Emission Nebulae - Nadeau, Genetti, Napear.. (2000)   (Correct)
return values that may vary over space. **Procedural texture** functions, for instance, use 3D noise,
www.sdsc.edu/~nadeau/PhD/VisualizingStarsAndEmissionNebulas.pdf

Customising Graphics Applications: Techniques and.. - Henry Styles And   (Correct)
for the Teramac custom computer [2]**procedural texture** mapping for the TM-2 rapid prototyping
mapping [11]and true bumpmapping [4]**Procedural texture** mapping [15]As the quality of texture
www.doc.ic.ac.uk/~wl/papers/fccm00.ps.gz

Bit width necessary for solid texturing hardware - Kameya, Hart (1999)   (Correct)
texture precision to the image for **procedural texture** mapping is presented. In our project, we
application. To overcome these di#culties, **procedural texture** mapping is employed and this tequnique is
graphics.eecs.wsu.edu/apst/bitwidth.pdf

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